



the citadel®

Journal

issue 48

The Games Workshop magazine for dedicated Warhammer, 40K and Blood Bowl players

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DREADCLAW
Chaos Assault Pod rules
Atlas Recovery Vehicle
High Elf Special Characters

**GAMES
WORKSHOP**

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DREADCLAW



EDITORIAL



Well here we are at Citadel Journal 48, with another packed issue.

Kicking off we have not one, but two new models from Forge World. We've previously been

bringing you rules for one model an issue, but such is Forge World's relentless output that we have fallen behind. One new vehicle every two months means many of the new releases have no rules, and with Imperial Armour books coming out at maybe one a year, players have been asking for rules. So, after a conversation with Tony Cottrell we decided to up the Forge World content of each issue of the Journal. They are always popular articles and I get many emails requesting them – last issue the Tau Barracuda caused a frenzy, and made the magazine the most popular Journal ever! This issue has rules for the awesome Dreadclaw Assault Pod, the first new release for Chaos players, and a great looking model. We also have the Atlas Recovery Tank, which has been out for a while, but got overlooked in favour of other models.

For Warhammer this issue we have the High Elf special characters which didn't make it into the High Elf Army book. Eltharion the Grim and Korhil, along with the Everqueen's Maiden Guard. Alessio has been working away on these, and although none of the background has changed they have new stats and magic items. They are great models, worthy of a place in anybody's High Elf army.

It has become noticeable over the past months that the ratio of 40K submissions to Warhammer submissions has markedly changed in favour of 40K. Even the letters we receive are mostly 40K related, so what has happened to all you Warhammer fans? If you want to see more Warhammer then you have to send your articles in. I don't see anybody writing in with comments about the Night Goblin or Empire Crusaders army lists in anything like the amount of feedback we get for Harlequins and Genestealer cults. If you play with any of these forces let us know what you think.

Also this issue Jervis gets to have a rant (because he's the boss) about something close to his heart – points values, and why they are bad for wargaming. He backs up his theory with a points valueless scenario – Last Stand at Asch Creek. He's got a point (no pun intended), and I have to say I'm firmly in his corner. The best games I've ever played didn't rely on points values for a 'fair' battle, most just need a good scenario. It takes time, to sit down and write one but well worth it in the end. If you have a good scenario, or if Asch Creek inspires you to write one, then the Journal will be sympathetic in its role of championing alternative ways of playing.

Other contributors for this issue are David Griffith, whose artwork is showcased in Illuminations and Mike Butcher's beautifully converted Chaos Nurgle force. Inspirational stuff from a veteran gamer for older and younger players alike. And as ever Blood Bowl magazine from Andy Hall gets its now customary eight pages. I hope you like it!

Warwick Kinrade

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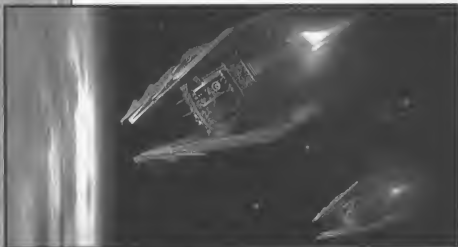
IMPERIAL ARMOUR

DREADCLAW ASSAULT PODS

**Experimental rules by Warwick Kinrade,
Pete Haines and Andy Hoare**

Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. It was equipped with an advanced Machine Spirit similar to that of the Land Raider tank and was capable of landing on a designated target without any intervention from the passengers and then acting in general support totally autonomously. The construction was flawed however. When interfaced with the array of navigational augurs and logic engines the Machine Spirit began to develop a dangerous level of self-awareness, bordering on the psychic. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the Techpriests, created superstitious rumours that the Machine Spirits were in some way tainted. A detailed investigation into the construction of the Dreadclaw was prevented only by the outbreak of hostilities.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor. The Imperial Navy was prevented from ordering their immediate withdrawal because of opposition from the Adeptus Mechanicus. However, unofficially many Captains simply jettisoned their Dreadclaws in the warp. After an incident aboard the *Legate Peracles* in the battle for Terra the Dreadclaw was only evident in the Traitor Fleets where its talon-like profile earned it the nickname 'Touch of Death' amongst opposing captains.



DREADCLAW ASSAULT POD

	Points	Front Armour	Side Armour	Rear Armour	BS
Dreadclaw	25	12	12	12	-

Type: Flyer, Orbital Lander

Crew: None

Weapons: None. The Dreadclaw is unarmed.

Options: None.

Fast Attack: The Dreadclaw is a Fast Attack selection on the force organisation chart.

SPECIAL RULES

(See Flyers rules in the Imperial Armour book and Imperial Armour book II)

Infernal Device:

The malevolent spirit controlling the Dreadclaw is housed within a protective core, rendering it far less susceptible to enemy fire than a conventional crew would be. If the vehicle is stunned then the Possessing Spirit will still be able to control the vehicle where a normal crewman would need time to recover. If stunned, the Dreadclaw may be moved directly ahead in a straight line up to its maximum move.

Transport:

The Dreadclaw can carry a single squad of up to 10 Chaos Space Marines (these can be a Chaos Lord and his retinue, Veterans, Khorne Berserkers, Plague Marines, Thousand Sons, Possessed, Chaos Space Marines, Havocs, Noise Marines or Obliterators) or 5 Chaos Terminators or 1 Chaos Dreadnought.

Difficult Ground:

Dreadclaws can be immobilised by landing in difficult terrain as normal.

Deploying the Dreadclaw:

The Dreadclaw and any unit assigned to be transported by it will always begin the game in reserve even if the mission does not normally use the reserves special rule. When the Dreadclaw becomes available from reserve it is deployed using the orbital lander rules (see Chapter Approved page 95 for Orbital Lander rules).

There are no fire points and the one access point is beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

USING THE DREADCLAW

The Dreadclaw is a special case, as its only real use is to deploy a squad from reserve anywhere on the table. It does not have any weapons. Putting a points value on this is difficult as it can't really affect the opposition, but if it delivers five Terminators onto the table, late in a battle to secure the objective, and thereby wins the game, how many points is that worth?

Really, a Dreadclaw is more akin to a piece of terrain, to make your battlefield look great rather than win you the game. In fact there is nothing to stop you deploying the Dreadclaw on the tabletop for any battle involving Chaos forces, and just using it as cover and to block lines of sight like a building. It would represent a damaged pod that has crash landed.

Dreadclaw Operations

The Dreadclaw is still used in two types of operation by Chaos forces. Planetary landings and for ship-to-ship boarding actions as an assault boat.

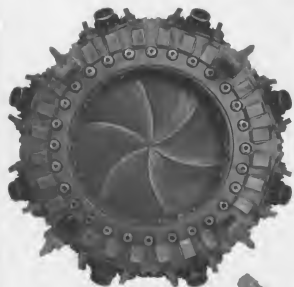
For boarding actions the Dreadclaw's main thruster drives it towards the target ship. As it closes the four main claws extend, whilst manoeuvring thruster adjust the final approach before it accelerates into the hull. The impact punches the main claws



through the hull, and smaller secondary claws clamp the pod securely to the surface, creating a tight seal. A ring of meltacutters in the pod's base then begin to burn through the hull, creating a circular breach large enough for the troops inside the pod to access the interior. Once the cutting operation is complete, (which only takes a couple of minutes) the iris hatch rotates open and the troops inside can disgorge into the ships.

The Dreadclaw is also used as a more conventional drop pod. Operating much like its Imperial counterpart, when landing on a planet's surface it does not extend its main claws until it has landed. Once on the ground the iris hatch opens and the squad (or Dreadnought) step onto the surface. The four claws then extend, driving the pod's body upwards and revealing its contents, who can then race off towards their targets.

Unlike Imperial drop pods which are one use vessels, the Dreadclaw is also an assault boat. It is capable of lifting off again, and so can be used to extract troops from a planet's surface as well as insert them.



LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 10-40mm

CREW: Remote control

ARMAMENT: None

CAPACITY: 10 passengers



The shriek of the Dreadclaw's steel hull reverberated through the black interior. The roar of the main thruster was a dull thunder in his helmet as Tarlson waited in darkness, secured in his restraining harness, chainsword clasped in his gauntleted fist. He caressed the razor sharp fangs along its length in anticipation. Although nobody inside the Dreadclaw could see it, the grievously damaged cruiser, *Star of Centuari*, was forlornly conducting evasive manoeuvres to avoid the swarm of assault pods racing across the void of space towards it.

Already the cruiser's crew knew they were doomed. With crippled engines they stood no hope of avoiding their attackers. To Tarlson it mattered little, soon the iris hatch would open, and the servants of the false emperor would again know death. As their souls departed they would become aware of the true nature of the universe, as he was, that Mankind, like the *Star of Centuari*, was doomed to destruction. They had placed their faith in a lifeless carcass, and as such it seemed fitting that a lifeless carcass would be their reward. Tarlson felt the blood lust of ten thousand years of battle rising again, and silently praised to his master.

Ancient motors growled as the four long claws extended from the pod, seemingly reaching with sharp talons for the cruiser's hull. Tarlson felt the jolts as thrusters corrected the assault pod's direction, the engine note rose to a shrill whine. He felt a surge of power as the pod accelerated into its final approach. All inside braced themselves for the impact.

Violently the pod hit, driving four claws deep into the stricken cruiser's hull like

the talons of a hawk claspings its prey. Retro-burners surged suddenly into life, slowing the impact by just enough to prevent the death of the cargo. Inside the pod all were thrown forwards, restraining belts holding each in place, barely, as the pod decelerated at speeds which would have crushed any mortal like an insect. The twisting and shrieking of tortured metal filled the pod, as the Dreadclaw took hold, driving more talons into the complaining hull. Briefly the pod settled into an eerie quiet.

Then, melta-cutter sparked into life as the assault cycle continued. Roaring with the heat of a small sun the burners sliced into the cruiser's hull, carving a circular hole in a shower of sparks and molten metal. A gaseous cloud boiled out to fill the corridor beyond. Inside Tarlson watched the iris hatch as he unclasped the restraining belts. Teeth gritted beneath his helmet, he levelled his bolt pistol and chainsword, ready to spring forwards. The others gathered behind him amidst the din, powered armour clattering and whirling into life.

They waited. Brief minutes seemed like hours.

The burners began to die down. Beyond the hatch a circular section of hull collapsed inwards with a resounding clang on the corridor floor. The iris hatch hissed and began to swivel open. Tarlson stepped forwards and ducked through the widening hole.

"Lord, bring us blood!" he roared and leapt into the smoke of the still smouldering steel and sparking, severed wires, and into the corridor beyond. The *Star of Centuari* was doomed...



DREADCLAW

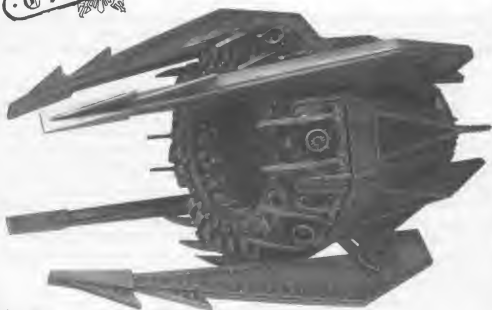
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WARHAMMER

HIGH ELF SPECIAL CHARACTERS

Original background by Rick Prestitley and Nigel Stillman, new rules by Alessio Cavatore.

We know many High Elf players out there will have the older special characters in their armies, so Alessio has updated the rules for all of them for the latest edition of Warhammer.

ELTHARION THE GRIM, Warden of Tor Yvresse

Eltharion and Stormwing can be taken as a Lord choice, but will use up one of your Hero choices as well. They must be fielded exactly as presented here and no extra equipment or magic items can be bought for them, except where noted below.

Eltharion the Grim is the Warden of the City of Tor Yvresse. He dwells in a high tower overlooking the ancient metropolis and can be seen flying high above it on his ferocious and loyal War Griffon Stormwing.

Eltharion is amongst the most famed of High Elf heroes. He is the only general who has led a successful raid against Naggarond itself and returned to tell the tale. During that raid he was mortally wounded by a poisoned blade of a Witch Elf, but an apparition of his dead father roused him to seek revenge and save Yvresse from certain destruction. Such was the power of Eltharion's will that he returned from death's door to exact his vengeance on the Goblins that had murdered his family and destroyed his ancestral lands. He fought and defeated the Goblin horde of Grom the Paunch inside the very gates of Tor Yvresse. When the previous warden of the city was killed in a magical duel with a Goblin Shaman, Eltharion was chosen as the new warden. Many years later he was defeated in single combat by the Witch King himself while defending the ancient city of Anlec from a Dark Elf incursion. The evil Malekith had him blinded and tortured, and then sent

back to the Phoenix King as a living example of his cruelty. Now Eltharion is recovering in the care of Belannaer in the holy Tower of Hoeth, where he is training bard in the ways of the Swordmasters. His skill and strength are returning rapidly and he will soon be ready to embark on a bitter quest for revenge, which will lead him once again to face the dreaded ruler of Naggaroth. The profile given here represents Eltharion before his defeat at the hands of Malekith.



ELTHARION THE GRIM

Warden of Tor Yvresse

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	9	4	10
Stormwing	6	5	0	5	5	4	5	4	8

Points: 480 (270 for Eltharion and 210 for Stormwing).

Weapons/Armour: Eltharion wears heavy armour. He is armed with a lance and a longbow.

Rides: Eltharion rides his Griffon Stormwing in battle.

SPECIAL RULES

Hates Goblins: Eltharion lost nearly all of his family and saw his ancestral lands ravaged and burned in the cataclysmic Goblin invasion of Yvresse led by Grom the Paunch. To this day he holds a bitter hatred in his heart for all Goblins, so is subject to the psychology rules for hatred when fighting Goblins. If he is in combat with Grom, the fury of Eltharion's blows is such that he gains +1 on his rolls to hit and +1 on the Strength of his hits.

Furious Charge: In the turn he charges an enemy, Eltharion always uses his lance. At any other time he uses his magic sword.

MAGIC ITEMS

Eltharion carries his Fangsword, the Helm of Yvresse and the Radiant Gem of Hoeth.

The Fangsword of Eltharion

Magic Weapon: The Fangsword is a rune-encrusted longsword which has been passed down through Eltharion's family for generations. Eltharion inherited the Fangsword from his father after he died in the defence of his home in Athel Tamarha.

Using the Fangsword, Eltharion can parry one attack from one enemy model in base contact. The enemy's attacks are automatically reduced by -1. You may choose which foe will lose the attack and which attack is lost in the case of models with different kinds of attacks.

All armour saving throws against a wound from the Fangsword are taken with -3 penalty on top of the usual -1 modifier for Eltharion's own Strength. The total modifier is therefore -4.

The Helm of Yvresse

Magic Armour: The Helm of Yvresse is the symbol of the Warden of Yvresse.

The Helm confers a +1 bonus to Eltharion's armour, for a total of a 4+ Armour save. In addition it confers a 5+ Ward save.

Radiant Gem of Hoeth

See page 18 of the High Elves army book.



HANDMAIDENS OF THE EVERQUEEN

The Handmaidens of the Everqueen can be fielded as a Rare troop choice in a High Elf army.

The Handmaidens are not mere courtiers and attendants, but a warrior guard whose duty is to serve and protect their mistress. Only those with great natural gifts are chosen, the most

talented singers and musicians, the most beautiful, the fleetest and most graceful, but above all the most loyal. It is an incomparable honour to serve the Everqueen and those bound to her side will remain there for seven years, during which time they forswear all other



companionship and even the company of their families.

The Handmaidens are warriors of rare power even amongst the High Elves, being skilled with all manner of weapons. Their weapons of choice are the bow and spear, and they wear corselets of the finest Ilbilmar.

HANDMAIDENS OF THE EVERQUEEN

M W S B S T W I A Ld

Handmaiden 5 5 5 3 3 1 6 1 8

Points: Ten Handmaidens, including the unit's Champion, Musician and a Standard Bearer cost a total of 300 points. This is the minimum size of the unit, but extra Handmaidens can be added to the unit at a cost of +20 points per model.

Weapons/Armour: The Handmaidens wear heavy armour and carry spears and longbows.

Options: The Handmaidens always carry the Banner of Avelorn, which is detailed opposite. The musician of the regiment always carries the Horn of Isha, also detailed opposite.

SPECIAL RULES

Immune to Psychology: The Maiden Guard are sworn to give their life in defence of the Everqueen. They are immune to psychology.

Citizen Militia: The Maiden Guard can fight in three ranks with their spears.

MAGIC ITEMS

The Banner of Avelorn

Magic Standard: Woven from living leaves and the hair of the Handmaidens, this banner is a stunningly beautiful creation of the Elves of Avelorn.

So beautiful is the Banner of Avelorn that any enemy wishing to charge the Handmaidens must pass a Leadership test first. If the test is failed the chargers stand in their place, transfixed by the magic. The Handmaidens must declare their charge reaction before the test is made. Note that the banner has no effect on troops that are immune to psychology.

The Horn of Isha

Enchanted Item: The Horn of Isha is made out of a single pearl-white seashell, and its sound summons the favour of Isha.

Once per battle, at the beginning of any High Elf Shooting phase or of any Close Combat phase (own or enemy's), the High Elf player may declare that the Musician will blow the Horn of Isha. This will allow the Handmaidens to either fight with 2 Attacks (in the Close Combat phase) or shoot twice (in the Shooting phase).



KORHIL**Hunter Captain of the White Lions**

If your army includes a regiment of White Lions then it may also include Korhil as a Hero.

When the Captain of the White Lions met his death at the hands of the Dark Elf Assassin

Urian Poisonblade, the bodyguard of the Phoenix King gathered to select a new leader from amongst their ranks. Their choice, approved and blessed by the Phoenix King, was the warrior Korhil.

It was Korhil who hunted and caught the great lion Charandis. This lion was a

KORHIL**Hunter Captain of the White Lions**

M WS BS S T W I A Ld

Korhil 5 7 6 4 3 2 8 3 9

Points: 180

Weapons/Armour: Korhil wears light armour and the magical pelt of the great lion Charandis. Together these confer an armour saving throw of 4+ against close combat wounds and 3+ against shooting. See the Pelt of Charandis.

SPECIAL RULES

Woodsmen: All Chracians are expert woodsmen, their skills are equalled only by the Wood Elves of the Old World. To represent this Korhil and the other White Lions suffer no movement penalties when moving through woods.

Master Cut: Such is the strength and precision of Korhil's blows that he has the Killing Blow special ability.

Bodyguard: Korhil is the Captain of the White Lions and so is placed on the tabletop together with his unit of White Lions at the start of the battle. If another character is positioned with the White Lions at the start of the battle, then the model must be placed next to Korhil and Korhil will act as his bodyguard. Korhil can only act as a bodyguard to one model during the battle. If several models are placed with the White Lions, declare which one Korhil is guarding at the start of the battle. So long as the guarded character remains with the White Lions and stays next to Korhil then no enemy can attack the character – all attacks will be directed against Korhil instead. Note that challenges can be issued and met as normal and if the character protected by Korhil is in a challenge, Korhil will not interfere and his special bodyguard rule does not apply. Korhil can always

accept challenges, even if not in base contact with any enemy.

Players will note that if the army's General is placed with the White Lions led by Korhil, then it will be impossible to attack the General whilst Korhil lives (unless the General decides to step in a challenge). This means it is impossible to hurt the General until Korhil is slain, making him a very important part of the High Elf army indeed.

MAGIC ITEMS

Korhil carries two magic items, which are always the Axe Chayal and the Pelt of Charandis.

The Axe Chayal

Magic Weapon: The Axe Chayal (which means Lion's Claw) is a unique magic item carried by Korhil the Hunter as it has been carried since the founding of the White Lions by their Captain. It requires two hands to be used and increases the Strength of its wielder by +3, but will not force Korhil to strike last like normal great weapons.

The Pelt of Charandis

Magic Armour: When Korhil slew the great lion Charandis he afterwards skinned it and wore its fur proudly upon his broad shoulders. Years later it was remade into a magnificent cloak and enchanted by the Loremaster Finreir, and re-presented to Korhil as a gift from the Phoenix King himself. The cloak confers a +3 armour saving throw bonus against shooting and +2 against attacks in hand-to-hand combat. This gives Korhil an armour save of 3+ and 4+ respectively.

Even more usefully the enchantment of the cloak protects Korhil from all poisons, including the Black Venom of the Dark Elf Assassins, the toxins employed by Witch Elves, and the Weeping Blades of Skaven assassins. Poisoned weapons and other attacks lose any special benefits, but otherwise count as normal weapons of their type.



particularly dangerous, massive and ferocious creature mutated by the warping power of Chaos seeping from the magic-riven Annulti mountains. Though the great lion had slain many warriors, and countless innocent Elves besides, Korbil bravely wrestled the beast and slew it with his bare hands. His first taste of battle came soon afterwards. A Dark Elf reaver band ran riot in Chrace until they came to Korbil's village where the young Elf slew their leader Saurios Nightblade in single combat. This was reckoned a great feat of arms, for Saurios was a master swordsman schooled by the Assassins of Naggaroeth, whilst Korbil was still but a young lad.

The White Lions claim Korbil to be the strongest Elf in all Ultbuan, which may well be true, for he is without doubt amongst the tallest of all his kindred. Even so, he is no lumbering giant, but wields his long axe with a dexterity and grace that makes even his fellow White Lions appear cumbersome. His bonest demeanour and noble bearing have won him many friends amongst the Lords of Ultbuan and other races besides. Korbil has served his Lord, the Phoenix King Finubar the Seafarer,

with unfailing loyalty, standing steadfastly beside him and saving his life on several occasions. Such is his duty, and for this he seeks no reward other than to march beside his Lord at the forefront of battle.



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THE J FILES

POINTS VALUES WHO NEEDS 'EM?!?

by Jervis Johnson

The J Files is an irregularly published column in which games developer Jervis Johnson rants on (and on!) about a topic he feels strongly about. In this J Files Jervis explains why tournament style games are damaging the hobby.



I do a lot of my serious thinking as I cycle into work each morning. The twenty-minute ride seems to give me just the right amount of time to think through a problem – sometimes I even come up with a solution! Anyway, recently, as I was cycling in I was pondering over a problem that has become more and more prevalent over the last year or two. Basically, we've been finding that far too many players, and often players who really should know better, are starting to treat our games a bit too competitively. These players only seem to be interested in playing 'tournament' style games (i.e. equal point match-ups played with a basic 'line up and fight' scenario), and they seem to only be able to get their jollies by winning the games they play just about any way they can. The thought of playing a game which isn't completely 'even' seems to fill these players with horror – why, their opponent may have a better chance of winning than they do, and could ruin their lovely 100% win/loss record! Note that these aren't bearded or chesky players (well, OK, some are!). No, it's more worrying than that, as these are players who seem to think that tournament style games are really the only proper way to play, and that this style of gaming is what the hobby is really all about. In other words, they think that the hobby is essentially competitive, or just about winning games.

I have to say that this attitude is not one I like at all. Tournament style games have their place of course, and I have nothing against them, per se. They are easy to set up and organise, don't require much pre-preparation, and have the advantage of being playable against a total stranger at a games club or event. However, just because something is the easiest way of going about things doesn't make it the BEST way to go about things. What worries me particularly is that unless we do something about the attitude that tournament style games are the best way to play games, then we could end up with a situation where this 'lowest common denominator' style of play becomes so dominant that any other ways of playing games just about cease to exist, which would be a terribly sad state of affairs.

"But why would it be sad," I hear you cry, "After all, if plenty of people are happy to play this way, why fight it?" My answer to this is that giving into to this attitude will do a lot to destroy what the hobby is really all about. For me tabletop wargaming is a wonderfully creative hobby,

where players can really flex their imaginations and add directly to the worlds that the games evoke. It's this creative and 'interactive storytelling' that really sets our games apart from most other games, with the notable exception of role-playing games like D&D. The creativity and storytelling involved in the hobby is reflected in the painting of the armies and the desire to make superb terrain, but it is most often reflected in the fact that the events in the games we play often seem to tell a story. I've lost track of the number of times I've heard players talking about the events in a game as if they were something from a book or film.

Tournament style games fight against both of these underlying strengths of the hobby, even if they don't crush them all together. For example, until we started to include painting scores in the points awarded for winning a tournament it was very common for tournament players to field unpainted armies, and some even boasted that they would never bother to paint an army at all because all they were interested in was winning games. In addition, because tournament games almost always use the same 'line up and fight' scenario, with armies picked to a standard points value straight from the codex, they can be bland and lifeless. This is not to say that they don't have their moments of high drama, just that these tend to be isolated incidents in an otherwise rather abstract and unreal scenario.

I'd like to underline again that I have nothing against tournament style games as such – I think that the fact I'm the creator of GW's Grand Tournament system proves this point – just that I don't want to see them becoming seen as being the pinnacle of the hobby. I should also point out that some tournament organisers are doing their very best to avoid the worst excesses of the tournament system – for example, the Astronomicon tournament team from Winnipeg in Canada have gone as far as coming up with a unique scenario for each and every table! Sadly such tournaments are in a tiny minority, and some players will not attend them because they think 'scenarios are unfair' (Pah!). Anyway, the fact remains that most tournament games are stereotyped even-point match-ups that use a line up and fight scenario.

But if tournament style play is so relatively bland, what is the top end of the hobby? What type of game should players really aspire to play? Well for me it has to be scenario based games and

campaigns. I do not think it is any coincidence that all of the most experienced gamers in the Studio tend to prefer to make up their own scenarios when they play games, and rarely if ever, bother about boring things like points values or even pre-set victory conditions. Three of the gamers I look up to the most in the Studio are Dave Andrews, and Michael and Alan Perry, and I can't ever remember playing a game with them where we used points values, or where we decided on the winner in any other way than chatting about 'who had done best' to achieve their objectives by the end of the game. And yet every single game I've played with these guys has been a real test of my skill and a deeply enjoyable gaming experience to boot. In fact, they tend to be a greater test of my skills as a player than tournament style games, as more often than not I'm presented with a unique scenario and I can't fall back on 'set-piece' plays and tactics.

So, something clearly needs to be done to teach players that tournament style play has its place, but it is a place well down in the pecking order of what constitutes a really good game. And that is what I was thinking about as I cycled into work.

As I pondered what needed to be done, I tried to think what had made tournament style games so commonplace. It certainly hadn't used to be the case back in the early days of the hobby, where scenario based games were the norm. Clearly the Codexes and Army books we release had something to do with it, as they tend to emphasise picking an army to a pre-set points value. However, an army list is simply a tool, and the rulebooks themselves do try to guide players towards playing scenarios and running campaigns. Why then were the scenarios and campaign guidelines in the rulebooks so commonly ignored?

As I dodged the potholes and avoided the attentions of homicidal car drivers, it occurred to me that perhaps it was the success of White Dwarf battle reports and our Grand Tournaments that could be the underlying cause of the dominance of the tournament style game. Both these things are relatively new developments in the hobby that were started years after the rules were first published, and both tend to emphasise tournament style gaming. The more I thought about, the more it seemed to me that we were guilty of over-promoting tournament style play in our publications and events, while doing next to nothing to emphasise the glories of other styles of play.

This was not a happy thought, as I was one of the people primarily responsible for the creation of both battle reports and our tournament system (Andy Chambers and I wrote and fought in just about all of the early battle reports, while I created and organised the first three or four Grand Tournaments). The more I thought about it, though, the more it seemed to me that it was

us, the GW Games Development teams, that was guilty of emphasising the tournament style of play, and that, outside of the games rules themselves, we did very little at all to promote other styles of gaming. Oh bugger, I thought...

Still, there is no use crying over spilt milk, and fortunately I am in a good position to start promoting other styles of gaming very strongly indeed now that I've realised the error of my ways. The two-part Dark Crusade battle report in the last two issues of the Journal fits neatly into this scheme, and later in this issue of the Journal you'll find an updated version of the Glazer's Creek scenario originally written for 2nd edition 40K. Expect to see more scenarios like this in future issues of the Journal.

I've also started to bend the ears of my fellow games developers on the Warhammer and 40K development teams about trying to avoid having every single White Dwarf battle report being an even points match-up between two armies picked straight from a Codex, so hopefully we'll started to see more of an emphasis on top-end gaming in White Dwarf too.

Finally, over the next year or two I hope to develop some new weekend gaming events that are campaign or scenario based, in order to mitigate the dominance of tournaments in our events schedules. You can expect to hear more about these events in Studio and Fanatic publications over the coming months.

However, there is one thing that all these different approaches have in common, and that is that they put our published army lists and the point values in them in their proper place, which is as a set of useful reference books, rather than vital gaming components that have to be used in every game that is played. If there is one underlying point to this article, it is that experienced players should not feel constrained in any way by the army lists that we print. They are guidelines and useful tools, certainly, but no more than that, and if you want to get the most from your games you should learn when to use them, and when not. Or to put it another way, "Points values – who needs 'em!"

And that's pretty much it for this installment of the J Files. I'll finish by saying that I value feedback on these columns, so if you have any comments, suggestions or feedback about the points I've raised above, then please get in touch with me. To make things more interesting we will publish the most interesting letter we receive saying why this article is right, and we'll also print the best letter we receive saying why this article is wrong! Send your replies to us at fanatic@games-workshop.co.uk. I'm looking forward to hearing from you...

Best regards,
Jervis Johnson, Head Fanatic

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LAST STAND AT ASCH CREEK

An Armageddon scenario by Jervis Johnson

This scenario was originally written for the last edition of 40K, and appeared along with an accompanying battle report in WD222. It has proved to be one of the most popular battle reports we've ever published, and I've been meaning to update it for 3rd edition 40K for quite a while now. My thoughts on the prevalence of tournament style games (see the J Files article earlier in this Journal) provided the perfect catalyst for actually getting round to rewriting the scenario, so here it is! To be honest the changes required were very minor, and by far the biggest was re-locating the scenario so that it is set on Armageddon and features the Mordian Iron Guard (who are fighting there and who we make models for) rather than the Praetorian (who are not and we don't!).



It's important to note at the start that this scenario does not use points values at all, and that the random method used for selecting the Orks can produce an uneven contest. I make no apologies for this, and to be honest if such things worry you, I recommend you stop reading right now! The fact of the matter is that, even or not, the scenario is a real challenge for both sides, and really manages to capture the feel and atmosphere of a desperate 'backs against the wall' last stand. If having a 50/50 chance of winning is more important to you than these things then I recommend you keep on playing Cleanse scenarios until you get over it and are finally ready to play some proper games! To be blunt, and to re-iterate the points made in the J Files article, it's games like this one that are what the hobby is REALLY all about.

Asch creek is a narrow tributary of the Sulphur River, that stretches away to the north-west of its parent. Located close by the creek and some five miles from Sulphur River itself is the

remains of an old and long abandoned mine, which had become little more than a ruin when the men of the 3rd Platoon of A Company of the 24th Mordian Imperial Guard regiment set up camp there.

3rd Platoon had been left behind to guard the ruined mine after their Chimera transport vehicles were lent to Company A in order to make it fully mobile for a counter-attack against Ork forces on the Sulphur River. Without their Chimeras the 3rd Platoon could not hope to keep up with the main column, and in any case somebody needed to be left behind to protect the 24th Regiment's supplies. The platoon was joined by several civilians that were accompanying the 24th on the campaign, but were deemed to be a liability for the main attack.

As the civilians and men of 3rd Platoon made themselves as comfortable as possible amongst the ruined mine workings, they could have had no inkling of what was to happen to their comrades at Sulphur River. A full description of the battle would take many pages, so suffice to say here that the 24th Regiment ran into an Ork ambush and was all but annihilated, the survivors being forced to flee away to the north-east – away from the victorious Orks, but away from Asch creek as well. To make matters worse a severe electrical storm made communications impossible. The men of 3rd Platoon were therefore cut-off from the main bulk of the Imperial army, and unaware of what had happened at Sulphur River. Then a cloud of dust was spotted on the horizon. The Mordians expected it to be the rest of the regiment returning from an easy victory. In fact it was the first wave of an rampaging Ork tide that would batter the defenders of Asch creek with a series of assaults...

HOW THE SCENARIO WORKS

The Battle Of Asch Creek is really a series of battles that pits the horribly outnumbered Imperial Guard defenders against successive waves of Ork attacks. It is inspired by the 19th century Battle Of Rorkes Drift, but more specifically by the stone-cold classic war film 'Zulu' which covers that battle. If you can beg, borrow or steal a copy of the film on video and watch it before playing the game, you'll find that the game is simply much more fun to play (you'll also find yourself saying things like "First rank FIRE!, second rank FIRE!" and "Don't point that bloody chainsword at me" which adds to the fun too). But I digress...

In this scenario the Imperial Guard defenders are horribly out-numbered and must attempt to beat off wave after wave of Ork attackers. However, the defenders include several tough characters, the Guardsmen have an excellent defensive position, and they also benefit from the uncoordinated nature of the Ork attacks. The Orks on the other hand have lots and lots of boyz, and know that given enough time they will wear the defenders down – the only problem is that they only have enough time to make a limited number of attacks before they must pull back to their main camp.

The rules below explain how to pick the forces, set up the table, and play the game. Please note that while the Ork army should be quite easy to field (though you will need to have access to at least sixty Orc or Gretchin models), the Guard army list is very specific and tells you exactly what models to use. If you don't have the right models feel free to modify the list to suit your own collection, and/or use 'stand-ins' for the models you don't have (i.e, use a mortar to represent one of the autocannon, etc).

OBJECTIVES

The objectives for each side are very simple: the Mordians must survive and the Orks must wipe them out (none of those namby-pamby Victory Points in this scenario!) More specifically, if at the end of any assault there are no Mordians left standing, then the Orks have won. If there are still Mordians alive at the end of the final assault, then the Mordians win.

SETTING UP THE TERRAIN

Battle of Asch Creek is played on a 4' by 4' playing area, and the Mordian player sets up the terrain for the game. He must set up the



mine buildings, and may set up any other terrain he likes. The mine must include at least one building, but apart from this restriction the terrain may include any number of buildings, walls or other items of terrain that seems appropriate. Note that as the Mordian player sets up all the terrain he can set up a perfect defensive set-up with loads of cover for himself and almost none for the Orks. This is deliberate!

IMPORTANT: The Imperial Guard player may not use any impassable terrain (like a bottomless ravine or tall cliff that just happens to surround the mine buildings, for example!) as this would make for a very boring game all about shooting rather than close combat – which is not what we want at all!

ORK ASSAULTS

Instead of playing a single game this scenario is played as a series of games. Each game represents one of the Ork assaults on the mine. The Orks get a randomly determined army for each game, while the Mordians get to use only the models that survived the last battle.

Before the first game the Ork player must secretly write down how many assaults he will make. He may choose any number from three to five. Choosing a high number will give the Ork player longer to wear down the defender, but will mean that he has less extra troops for the final assault. Troops are generated randomly for each assault as described below, and in the final assault the Ork gets some extra rolls to generate additional troops for the last big push.

Turns Extra	Troop Rolls
3	+4
4	+2
5	+0



Captain Kaine leading the defence

ORK ARMY

The Ork army is determined randomly by rolling two times for leaders and six times for troops on the table below. I've deliberately set up the table so that the Orks get little in the way of long-range firepower. This is to encourage them to attack the mine, rather than sit around and snipe at the defenders. If you roll some troops up that you don't have they can be replaced by an Ork or Gretchin boyz mob, while unavailable leaders are simply ignored. This means that Ork players will need to have at least 60 Ork or Gretchin in order to play this scenario.

In addition to the troops rolled up randomly, each assault is led by an Ork Warboss. The Warboss is armed with the equipment actually shown on the model itself. A different Warboss model should be picked for each round – you can pick any model in your collection to be the Warboss, but Nobz tend to make the best choice!

D6	Leaders	Troops
1	Shooty Stuff	Bike or Buggy
2	Nob	Boyz
3	Nob	Boyz
4	Nob	Boyz
5	Nob	Boyz
6	Nob	Elite

Bike or Buggy: A single War Buggy, or a Wartrak, or a Scorchers, or a Warbike. The vehicle is armed with whatever weapons are actually on the model. If you roll up more than one Buggy result in a wave then all of the vehicles must be combined into a single squadron. No more than one vehicle of the same type may be taken per assault.

Boyz: A single mob of 10 Orks armed with shootas or sluggas and choppas, or a mob of 10 Gretchin armed with blastas. If you field Orks then one model may be armed with a big shoota or rokket launcha if you wish.

Nob: A nob armed with any equipment actually shown on the model itself. The nob must lead a mob of Boyz or Gretchin.

Elite: A single mob chosen from the Elite section of the Ork army list. The mob has 5 models and the models are armed with whatever weapons the model is actually carrying. The mob must also be a 'legal' formation, and conform to any restrictions in the Ork army list (i.e. you couldn't have all five armed with heavy weapons!). None of the models may be upgraded to a character.

Shooty Stuff: A single Dreadnought, Killa Kan or Big Gun. If you roll this result more than

once then each choice must be different (i.e. you can have one Dreadnought, one Killer Kan, and one of each type of Big Gun). The Dreadnought or Killa Kan has the equipment shown on the model. Each Big Gun has D3+1 Gretchin Krew.



An entertaining alternative is to use Feral Orks. In which case use the following table instead. You will need the Feral Ork Army List from White Dwarf ??? to use this option.

D6	Leaders	Troops
1	Wyrdboy	Junka
2	Nob	Huntas
3	Nob	Boar Boyz
4	Nob	Huntas
5	Nob	Wild Boyz
6	Nob	Madboyz

Wyrdboy: The Wyrdboy may be accompanied by up to 5 Brutes and carries a Wyrdboy Stikk.

Nob: A Nob armed with any equipment actually shown on the model itself. The Nob must lead a mob of Huntas or Gretchin.

Junka: A single Junka. The vehicle is armed with whatever weapons are actually on the model. If you roll up more than one junka result in a wave then all of the vehicles must be combined into a single squadron.

Huntas: A single mob mob of 10 Huntas armed with shootas, or mob of 10 Gretchin armed with blastas. If you field Orks then one model may be armed with a big shoota or rokkit launcha if you wish.

Boarboyz: A single mob of Boarboyz. The mob has 5 models and the models are armed with whatever weapons the model is actually carrying. The mob must also be a 'legal' formation, and conform to any restrictions in the Ork army list. None of the models may be upgraded ito a character.

Wildboyz: A single mob of 10 Wildboyz accompanied by a Nob. The Nob may be given any equipment from the Feral Ork Armoury.

Madboyz: A single Mob of 10 Madboyz. The Madboyz may be armed with either a Shoota or a Slugga and a Choppa.

IMPERIAL GUARD ARMY

3rd PLATOON, A COMPANY, 24th MORDIAN IRON GUARD REGIMENT

COMMAND SECTION

Because of the importance of their mission, 3rd Platoon's command section is led by a Captain rather than a Lieutenant.

	WS	BS	S	T	W	I	A	Ld	Sv
Cpt Kaine	4	4	3	3	2	4	3	8	5+
Trp x 4	3	3	3	3	1	3	1	7	5+

Equipment: Kaine is armed with a boltpistol and sword. One trooper carries a grenade launcher, the rest are armed with lasguns.

JOHAN'S SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Vet Johan	3	3	3	3	1	4	2	8	5+
Trp x 9	3	3	3	3	1	3	1	7	5+

Equipment: One Autocannon team. One man is armed with a flamer, the rest all carry lasguns.

LURGAN'S SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Vet Lurgan	4	3	4	3	2	4	2	8	5+
Trp x 9	3	3	3	3	1	3	1	7	5+

Equipment: One heavy bolter team. One man is armed with a melta gun, the rest all carry lasguns. Lurgan is a physical giant of a man and the regimental heavyweight boxing champion, which is why his stats are higher than normal.

HEAVY WEAPONS SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Trp x 6	3	3	3	3	1	3	1	7	5+

Equipment: The squad is a hybrid formation equipped with a mortar and two lascannon. In this scenario each weapon and its crew are treated as a separate unit and can operate on their own.

CIVILIANS

Anyone who has seen the film Zulu! Will know that it's not just the soldiers that took part in the defence of Rorke's Drift, there were civilians there too. I wanted this aspect of the film to be included in the scenario, and to this end I included civilians in the scenario. We used a motley collection of models from the Studio's collection when we played the game, and you should use an equally motley collection of your own models! Unless otherwise stated all models count as being armed with the weapons actually carried on the model. This should be restricted to pistols, close combat weapons and basic weapons to avoid unscrupulous players abusing this freedom!

ASH WASTE NOMAD SCOUTS

Imperial Guard regiments often use local citizens as guides. On Armageddon the nomads that inhabit the ash wastes of the planet were often used in this role.

	WS	BS	S	T	W	I	A	Ld	Sv
Leader	4	4	3	3	2	3	2	8	-
Gang x3	3	3	3	3	1	3	1	7	-

Equipment: Can be represented by either Rat Skins or Ash Waste Nomads from the Necromunda range. Armed with whatever weapons are carried on the model itself.

HIVE MILITIA SQUAD

During the Armageddon campaign each Hive supplemented their regular armed forces with hastily raised militia units. These units were often untrained, and armed with whatever weapons lay to hand, no matter how inadequate. Because of this they tended to be relegated to support duties, and were called on to fight in desperate situations.

	WS	BS	S	T	W	I	A	Ld	Sv
Militia x10	2	2	3	3	1	3	1	5	-

Equipment: These are best represented by the old Frateris Militia models. Failing this pretty much any Necromunda gang models will do. Armed with whatever weapons are carried on the model itself.

INDEPENDENT CHARACTERS

Three unique characters fought at Asch Creek. All are independent characters.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Blikk	4	4	3	3	2	4	3	8	5+
Ratling Sniper									
Hookey	2	5	2	3	2	4	2	8	5+
Scribe	3	3	3	3	1	3	1	7	-
Parchett									



Scribe Parchett

Blikk's Equipment: Some-time hired scout and some-time bounty hunter, Blikk carries a huge array of weapons and a single highly prized stasis grenade. We used a Necromunda Bounty Hunter model for Blikk, but any Necromunda model would do at a pinch. In addition to the weapons he carries, as shown on the model, Blikk has a single stasis grenade. He may use this once during the entire campaign. The stasis grenade is treated as being a ranged weapon with a 6" range. Blikk may pick one target model for it, and roll to hit. If he hits, the target is frozen in time and takes no further part in the battle – remove the model as if it was killed! If Blikk misses, the grenade is wasted.

Hookey's Equipment: Although a rogue who has feigned illness to avoid taking part in the Battle of Sulphur River, Hookey is also one of the best snipers in the regiment. Use a Ratling Sniper model for Hookey. He has a sniper rifle.

Parchett's Equipment: Parchett is an Administratum scribe sent to record the outcome of the campaign for Administratum records. He can be represented by an Imperial Missionary or Confessor model. If he survives the battle then the Imperial player wins a 'Famous Victory' thanks to Parchett's write-up!

DEPLOYING FOR BATTLE

The Mordians set up anywhere on the table at least 12" from a table edge, except that any wounded models must set up in the hospital building in the farm (see the rules for wounded models opposite).

After the Mordians have set up, number the edges of the table 1 to 4. The Ork player then picks any two adjacent edges and numbers them 5 and 6. He then rolls a D6 for each unit, and they move on within 12" of the centre of the table edge with the matching number. Note that because the Ork player gets to pick an extra couple of numbers for two table edges, the Ork player can choose the direction where the bulk of his troops will (hopefully!) set up. The Ork player can change the table edges he picks to be numbered 5 or 6 at the start of each assault.

FIGHTING AN ASSAULT

The Ork player gets the first turn. The battle continues until either there are no Mordians left in play, in which case the Orks win, or there are less than thirty Ork models in play. Bike or buggy models, and any shooty stuff plus their crews, count as five models if they have taken no damage, one model if damaged at all or a crew member is killed, and zero models if destroyed. The Warboss and Nobz count as one model each.



Here they come again!

If the Orks are reduced to less than thirty models this assault ends in an Ork defeat. If this was the final assault then the Mordians win. If not the Mordians must tend to their wounded, and then you can play out the next assault.

IMPORTANT: This is a fight to the death for both sides, and so all units are immune to all morale effects.

THE FINAL ASSAULT

At the start of the third Ork turn of the final assault, the Ork rolls again on the troops table. The number of rolls is determined by the number of assaults the Orks have made (see above).

MORDIAN WOUNDED

Mordian models that are 'killed' during an assault need to be kept to one side until the end of the battle. If the Orks are beaten off, roll a D6 for each model on the table below:

D6	Result
1-2	Dead. Add another white cross to the graveyard.
3-4	Serious Wound. It's hospital for you m'lud.
5-6	Flesh Wound. Get back in the ranks ya malingerer!

Dead models can't be used in any future scenarios, while models that suffer a flesh wound will be fighting fit and able to take part in the next assault. Models that have been seriously wounded have to go to the hospital, but you can roll for them again on the table above at the end of the next assault.

DESTROYED VEHICLES

Vehicles destroyed during an assault must be left in play. Damaged vehicles that can't move off are left in play too, but count as being destroyed in future assaults (it's assumed their crew has run off!). This rule has several effects; it creates cover and makes the table-top look more interesting for a start, and it also limits the Orks' ability to keep on using the same vehicle in more than one assault.

THE HOSPITAL

One of the buildings that makes up the mine must be designated as the hospital. Seriously wounded models are sent here, and there is a chance they will recover as described above.

In addition, it is assumed seriously wounded models have their weapons by their beds, and if an Ork moves within 4" of the building, the seriously wounded models inside may get up and fight! Roll a D6 for each seriously wounded model if an Ork moves too close. On a roll of 4+ the model gets out of bed and fights. Add +1 to the dice roll during the final assault. Seriously wounded models have 1 wound, and all of their other characteristics (including Movement and Leadership) are reduced by 1 point. Set them up anywhere you like within the building.

Once activated seriously wounded models will fight for the rest of the battle, but then have to make a roll on the Injury table at the end of the battle to see if their exertions have caused a relapse.

MORDIAN IRON GUARD



MORDIAN IRON
GUARD WITH
LASGUN 2
010500402



MORDIAN IRON
GUARD WITH
LASGUN 1
010500401



MORDIAN IRON
GUARD WITH
LASGUN 3
010500403



MORDIAN IRON
GUARD WITH
LASGUN 4
010500404



MORDIAN IRON
GUARD WITH
GRENADE LAUNCHER
010500405



MORDIAN IRON
GUARD
SERGEANT
010500407



MORDIAN IRON
GUARD WITH
LASGUN 5
010501112



MORDIAN IRON
GUARD WITH
LASGUN 8
010501114



MORDIAN IRON
GUARD WITH
LASGUN 6
010501115



MORDIAN IRON
GUARD WITH
LASGUN 7
010501116



MORDIAN IRON
GUARD
SERGEANT 1
010500406



MORDIAN IRON
GUARD
WITH MELTA-GUN
010505919



MORDIAN IRON
GUARD
WITH MELTA-GUN
010505918

IRON GUARD LIEUTENANT



MORDIAN IRON
GUARD
LIEUTENANT
010501001

'CAPTAIN KAINE'

MORDIAN IRON GUARD LASCANNON



MORDIAN IRON GUARD
LASCANNON LOADER
010500408



MORDIAN IRON GUARD
LASCANNON OPERATOR
010500407



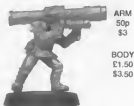
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CHARACTERS FOR THE BATTLE OF ASCH CREEK



**BOUNTY
HUNTER 1**
059002701
'BLIK'



**RATLING
SNIPER 2**
010501202
'HOOKEY'



**FRATERIS
MILITIA 1**
010802301
'HIVE MILITIA'



**FRATERIS
MILITIA 2**
010802302
'HIVE MILITIA'



**FRATERIS
MILITIA 3**
010802303
'HIVE MILITIA'



**FRATERIS
MILITIA 4**
010802304
'HIVE MILITIA'



**IMPERIAL
PREACHER 3**
010802203
'PARCHETT'



**ASH WASTES
GANGER WITH
SNIPER RIFLE**
FNCM009
'NOMAD SCOUTS'



**ASH WASTES
GANGER WITH
AUTO GUN**
FNCM010
'NOMAD SCOUTS'



**ASH WASTES
GANGER WITH
HOOD**
FNCM012
'NOMAD SCOUTS'



**ASH WASTES
GANGER WITH
CAP**
FNCM011
'NOMAD SCOUTS'



**ASH WASTES
JUVE WITH
FACE-SCARF**
FNCM015
'NOMAD SCOUTS'

MORDIAN IRON GUARD MORTAR



MORTAR BARREL
010505009



MORTAR STAND
010505010



MORTAR SHELL
010508303



**MORDIAN IRON
GUARD MORTAR
LOADER**
010503224



**MORDIAN IRON
GUARD MORTAR
OPERATOR**
010503223

A COMPLETED MORDIAN IRON
GUARD MORTAR CONSISTS OF:
1 x MORTAR BARREL
1 x MORTAR STAND
1 x IRON GUARD MORTAR OPERATOR
1 x IRON GUARD MORTAR LOADER



**IMPERIAL
MORDIAN
GUARD
MORTAR**

MORDIAN IRON GUARD HEAVY BOLTER



**MORDIAN IRON GUARD
GUNNER BODY**
010503120



**MORDIAN IRON GUARD
HEAVY BOLTER
LOADER**
010503122



SHIELD
010504910



**MORDIAN IRON
GUARD GUNNER
LEGS**
010503121



HEAVY BOLTER
010504912



WHEEL
010504913

MORDIAN IRON GUARD AUTOCANNON



**MORDIAN IRON GUARD
GUNNER BODY**
010508702



**MORDIAN IRON GUARD
AUTOCANNON
LOADER**
010508701



SHIELD
010504910



**MORDIAN IRON
GUARD GUNNER
LEGS**
010503121



AUTOCANNON
010500512



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ILLUMINATIONS

DAVID GRIFFITH

Illuminations is an irregular column in which we showcase fans artwork. Many Games Workshop players are also aspiring artists and we get a lot of artwork submitted. Rather just looking at it ourselves then filing it away, we think GW fans would like to see it too. This month we feature the work of David Griffith.

I have been a Games Workshop enthusiast since I first bought White Dwarf issue 60. I have always loved the imagery, and I am always amazed at how artists like John Blanche just keep getting better and better, inspiring me to also raise my standards. I also like the work of Black Library artists Martin McKenna and Ralph Horsley, and follow their work on their websites.

So far my main published work has been for an unofficial Dark Templar Codex which can be found at www.darktemplar.co.uk and I have also created my own website to show off my work at www.geocities.com/griff10uk. Please check them out.

I'm looking for break into illustration. It's what I've always wanted to do. Anyway enough waffling, bring on the pictures...



Key to illustrations

- a. Space Wolves.
- b. Black Templars.
- c. Servants of the Machine-God.
- d. Beastman war party.
- e. Zombie.
- f. Dark Templar montage. Chaplain, Battle Brother and Chapter Master.

a.



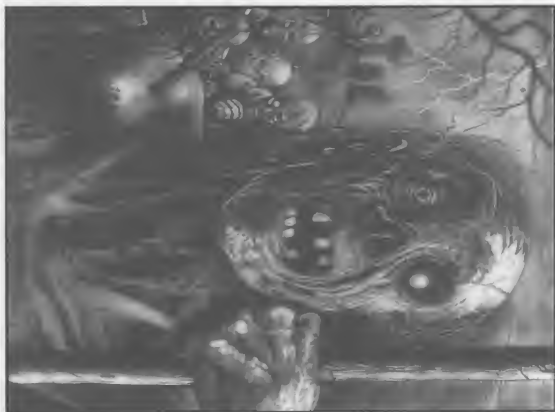
c.



b.



d. c.





Write to us at the usual address with your questions or opinions.
This issue Warwick takes a look at your letters.

EXODITES

Hello,

I was flicking through my old Eldar Codex and found all that lovely, juicy old history about the Harlequins and Exodites.

Now in a wonderfully bizarre coincidence, I went straight to the Journal website and found the Harlequin draft army list. Big thanks for that.

What are the chances of me getting a hold of an Exodite army list for the most recent version of 40K? I know there were a few for older versions (least I'm pretty sure there were)....but I have no idea if there is a modernised army list.

Is there any such list, or any plans for a list....or should I try and scratch one up myself?

Phil

There is no Exodite list at the moment, but I believe the 40K development team have some plans for the Exodites. I can't say much more, but in the meantime you'll just have to devise your own.

DODGEY HARLEQUINS

First things first, I really enjoy what "the Fanatics" add to the basic game systems that Games Workshop develops, you really add depth to an already phenomenal line of games.

I've been playing Harlequins for years, and am playtesting the rules brought out in Journal 39 and 44. The only frustrating part I have with the Harlequins is the fact that the thing at which they are best at, hand-to-hand, is also where they are the most vulnerable.

I thought that something like the Necromunda dodge skill would fit in nicely, just give a Harlequin a fighting chance to recover from an Imperial Guardsman with a lucky rifle butt. A 5+ or 6+ unmodified dodge roll for any hand to hand hits would give the Harlequins a realistic chance to survive more than one round of combat. There's nothing worse than assaulting a unit of Space Marines, cutting down 3 or 4 of them, then watch 6 or 7 Harlequins fall in hand to hand because they have no armour.

Thanks for the consideration, and I apologise if my opinion sounds a little bit biased. I just remember 2nd edition Harlequins with many fond memories.

PS. Are you re-issuing the Harlequin

models? Very curious to see what they would look like.

Ian

The Harlequin list from CJ39 doesn't have any new models, it relies on the mail order back catalogue and gamers willingness to convert models. That is the way it is likely to be for any future CJ army lists, and is why (despite immense pressure) we can't do an Arbites list, only having 4 models to work with. But here is a solution...

ARBITES IN NEED OF HELP

OK, I realise that the prospect of the arbites receiving a stand alone list just ain't gonna happen. But the sisters got additions in White Dwarf. What I keep on hearing is that the limitation of models is what is keeping anything from getting off the ground. I have a possible solution. Penal Battalion units and Hive gangs. Both are still available through Mail Order, are simple enough to use, and fit in background-wise! Include a few special weapon options for the combat teams (to give us converters something to do), and give them the Imperial Guard wargear list. Simple enough?

I have been using the CJ arbites list at Rogue Trader Tournaments, and having moderate success. At local tournaments I'm having excellent success. The Rogue Trader results so far are won 1, drawn 3, lost 2, finishing 2nd and 6th overall with a best army award.

My biggest question being that the Arbites used to be allowed in grand tournaments and it isn't anymore. Please tell me why! It is the only list in the CJ that is chapter approved. Not recommended, optional, or experimental but 'Chapter Approved'. You guys even said that the reason that it was out in the CJ right after the release of the 3rd ed. was that there was not enough room in the rule book.

Also, mad rumour time, codex mixing inquisition, sisters, redemptionists, and ARBITES???

I heard a whisper on the grapevine.

Judge Steel

Omaha, NE

You'd have to ask the Tournament organisers why the Arbites aren't allowed, but it seems very harsh to me, as the list contains nothing controversial. I don't think many players would worry too much about facing an

Arbites force, when they could be faced with a Blood Angels or Space Wolves army!

The rumours are just that, rumours, pay them no heed!

GLANCING HIT

Are super heavy flyers always taking only glancing hit (flyers rules) or are they taking hit by comparing strength of weapon vs armour as normal?

Louise Jomphe

OK well done for spotting the deliberate mistake (oops)! Super heavy flyers are flyers and can only take glancing hits. Result 6 on the Glancing Hit table should read.

'Loose one structure points and roll again on the penetrating hits table'.

STRUCTURE AND MASS

Hi,

Sorry but my english is not the best so I will keep my question as simple as possible.

Are Mass points treated the same way as Structure points which means a Shadowword would cause 1D3 Mass points damage, or is this only versus Tanks with structure points?

If it does 1D3 Damage to a Scythed Hierodule would this mean that, once the Mass points are gone, 1D3 wounds are caused?

Mass points should be treated as Structure points for taking damage from Titan Killers.

THIRD IMPERIAL ARMOUR

Hi,

Sorry if this e-mail is long, but I have a lot to say.

Firstly, it was said in the UK Games Day 2001 Fanatic/ForgeWorld Seminar that Imperial Armour 3 would include details of Space Marine and Sisters of Battle vehicles. I have just a couple of questions on this book.

1. Will the book also include Imperial Guard? With such models as Weissman's Baneblade and the Atlas Recovery Tank, and forthcoming models like the Thunderbolt and Shadowword Assault Tank released since Imperial Armour book 1, it would seem sensible to include these in IA3. Otherwise we may be waiting another 1 or 2 years for Imperial Armour 4 or 5 before we see the final versions of these vehicles rules.

2) Any idea of a release date? Even a hopeful target? Obviously, it depends on when ForgeWorld put out the Space

Marine and Sisters of Battle vehicles, but I am guessing the latter half of next year.

3) I have heard rumours from several sources that IA3 will include the Tau. At the seminar, there was no mention of the Tau in IA3, neither of them being in or not being in. Personally, I think IA3 should be all the Imperium armies, followed a year later by Imperial Armour 4, which will contain Tau, Chaos, Tyranid, some Necron, and any new Eldar, Dark Eldar, or Ork vehicles.

Still on the subject of Imperial Armour, I heard a crazy rumour that you would do stats for the Tau Manta Missile Destroyer, please tell me this is wrong!

4) The Tyranid Barbed Hierodule, what will it's stats be? I'd say the same as the Scythed Hierodule, but (obviously) with the 2 Barbed Stranglers, which should both be upgraded with at least longer range, possibly more.

5) The Squiggoth. The model produced by ForgeWorld is in no way representative of the Feral Ork entry, so I assume Fanatic will do a separate set of rules. Will this be useable in normal Ork armies, or even Speed Freaks?

I think that's all I have to say! Thanks for reading this!

Richard

What is this, 20 questions? OK lets start from the beginning. 1) IA3 will be Space Marine and Sisters of Battle, no Imperial Guard units will be included. 2) The release date hasn't been set, summer next year at the earliest. 3) No Tau, no Manta Missile Destroyer. 4) We have no rules for the Barbed Hierodule yet, it will be appearing in next months Journal, don't expect drastic changes. 5) The Squiggoth will get its own rules, and I expect Orks will be able to use it, but not Speed Freaks, this may change though.

CULTISTS

Hello,

I understand that the Genestealer Cult List is going to be put on-line and I think that is great. I also know that Tim Huckelbery is working on modifications and additions to the list, using input from Genestealer Cult enthusiast such as myself. It is my sincere wish that his changes be incorporated into the on-line list. The existing list, while very much appreciated, has some flaws which make it less than it could be, and will tend to limit it's appeal to players.

Mark Mitchell

WARHAMMER 40,000

PLAGUE LORDS

Designing and converting his Nurgle Chaos Army

By Mike Butcher

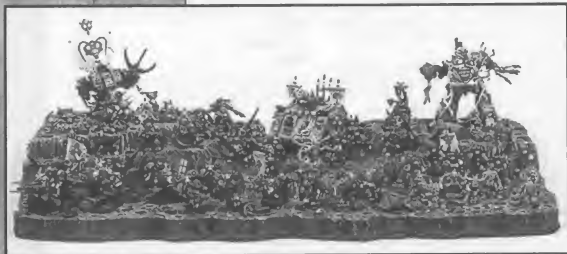
And so it begins...

In 1987, my gaming partner, Jerry Doyle (a big, loud, Orkish fellow) showed me a copy of the WH40K Rogue Trader rulebook and I was hooked! Not only was this a great Science-Fiction game, but you could paint and collect tons of models to play it too. I really liked the ability to build your own vehicles and I quickly became a conversion addict. When I had the opportunity to go to the Chicago Grand Tournament, my challenge was to develop an Army to take. Here it is...

I have a confession to make, I love Dreadnoughts! I have probably built and converted 20 or more Dreds over the last 10 years. It was only fitting that a Dreadnought formed the basis for my Nurgle 40K army. I had already made a Dred called "Lothar Bubonicus" model in 1998 as a 40K Demon prince. In a very old WD there is a story of the trials and tribulations of a Nurgle Champion called Lothar Bubonicus. Since the Chaos timeline is flexible, why couldn't Lothar have fallen in battle, been entombed in a Dreadnought and kept fighting for Nurgle?

I made Lothar and loved him! At the time it was my favorite conversion that I had done. But, to cut a long story short, in each game Lothar would stride onto the field of battle, scare the hell out of my opponent and get hit by every heavy weapon on the table, then collapse in a pile of pus! So, I had this beast of a Dred, but no real force to go with it. He needed an Army.

The Death Guard were one of the original chapters to convert to Chaos. To keep with this theme, I wanted to use "regular" Imperial Space Marines and equipment, converting and corrupting it to make it suitable for the Lord of Disease.



The complete Army on its display base.

Lothar
Bubonicus



ARMY SELECTION & CONVERTING HQ CHOICES

I had to select a more corporal leader for my Army, as Lothar was trapped in the Dred. I really liked the newer WFB Chaos Sorcerers, especially the fat fellow. What would he look like in terminator armour? I used various bits and putty to come up with Bernard the Swollen, champion of Nurgle. Part of his history involves his time as a Raptor Champion, but he became too fat (blessed by Nurgle?) for the jump packs. This did a couple of things, first, giving me a reason to have Raptors and bikes for fast attack, secondly explaining why he was such a fat bloke. Bernard has the Mark of Nurgle (Duh!), Plague Sword and a pet Beast of Nurgle (which was worth its' weight in gold, but more on that later). I could have given Bernard more effective Wargear, but I equipped him as I thought a Nurgle Lord should be. Bernard has the Fleshy Shoulder Pad that all his Army

received on one side; on the other he bears the fly head of the Raptors, showing his heritage.

ELITE CHOICES

Plague Marines, of course. Seven (Nurgle's number) of the



Bernard the Swollen

most infected marines to fight for Bernard, with a Rhino to get them into battle quickly. A note on Squad size, I really tried to make all the squads 7 models, but point limits made me come up short on a couple of the squads.

After I had already made my first squad of "regular" Nurgle Chaos Marines, I had a Problem.

The "Regular" Marines would have made great Plaguemarines in any other Army. I had to set the Plaguemarines apart, making them elite. One of the US Game

Workshop Trolls gave me the idea to use Skaven

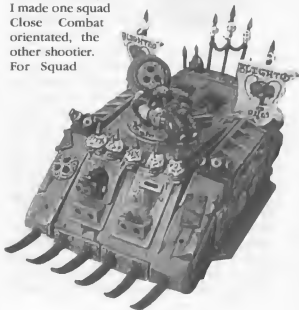
Plague
Censor
Back Packs.

They were perfect. (As a plug for the US mail order, the Troll folks are all great gamers and are very helpful when it comes to this sort of thing.) I wanted to have all the marine based units to have the same shoulder pads. I sculpted

a Fleshy Nurgle Pad on one side for all the models in every squad, the plaguemarines got a metal Death Guard pad on the other to show they were part of the original Chapter (Veterans that they are). The Rhino was built to look old and corrupted, but not so changed so as to not be recognisable in its Imperial origins.

TROOP CHOICES

Two Squads of seven marines. To give my army some flexibility, I made one squad Close Combat orientated, the other shooter. For Squad



Botulus, the close combat squad, I gave them the Morning Stars from the Gothic Skeleton Regiment as weapons besides their bolt pistols. They have a Flamer as a special weapon. I like the idea to have the close combat guys without helmets, so they can see what they are doing. I made the Breathers for the squad from plasti card; I didn't think that they should have hoses (get in the way). Squad Contagion were more standard, Bolters and a Heavy Bolter, to provide some Fire support. The hoses are simply putty made into a snake and stuck on. Both Squads have the "Fleshy Pad" on one shoulder; the other side bears their squad symbol, which is repeated on the squad banners.

The other troop squads are composed of Demons: Seven Plaguebearers and 4 Nurgling Bases (point problem). I really wanted to make the Nurgling bases stand out and look infested, so I used some bits and fallen Blood Angels to make them.

FAST ATTACK CHOICES

Squad Peste: Now to have some fun! I like the idea of raptors, however the current figures (great for Khorne/Undivided) did fit in with the look I was going for. For most of them, I started with basic assault marines, but I used the old style metal jump packs (through mail-order) to give the squad an older look. In the Rogue



Trader book, there is a drawing of an assault marine with all sorts of hoses, etc. going into his helmet. I wanted my raptors to have that look. I used old Man-O-War bits to make the hoses, along with some putty. I really wanted to make the Raptors stand out, so I sculpted a Nurgle Fly Head on each ones Shoulder. On the other side, they have the "Fleshy Pad" that all the other models do. The Squad Banner Bearer is based on a Plaguemarine Champion who fit right in. I used a very old Nurgle WFB model as the base for the Squad's champion, Mestophilus; the fly head was just too good to pass up. I used some spawn legs to make the extra limbs, which are "Spiky Bits" in game terms. Mestophilus also has the Mark of Nurgle, Melta Bombs, and a Power Weapon.

This is my favorite Squad in the Army.

Plagueriders: A while back, I made a Khorne biker conversion. I used a Fleshhound to detail the bike; it was a pretty cool model. I wanted to try that with the Nurgle Bikers. I decided to "impale" a Plaguebearer on the front of each bike and go from there. I used a Plaguemarine torso for the squad's champion, Septicus, who has the Mark of Nurgle and a Power Weapon. These were the hardest models to convert; I couldn't make up my mind on how they should look. They have the same shoulder pad treatment as all the other models in the Army. I could not afford, pointwise, seven of the bikers, so three it was (that number, did not work out well, however).



HEAVY SUPPORT CHOICES

Dreadnought "Lothar Bubonicus, Entombed Lord of Nurgle, Champion Eternal": This model started this entire army, see earlier for a picture. I based Lothar on an Epic Imperator Titan Kit, using the legs and Plasma Cannon from the kit. An older Great Unclean One provided the head and center torso. I wanted it to look like the metal carapace could not contain Lothar's bloated bulk, hence the tentacles and bulges of fat made from putty. The left arm is made from a Beast of Nurgle, the idea was two fold. Firstly that the power scourge grew out to replace its tentacles. Secondly that the Beast was entombed in the Dreadnought with Lothar and thus became "one" with him over time. Some parts from a



Plaguerider



Mangar Infectus, Nurgle Dreadnought

plastic helicopter kit found their way into this model too.

Dreadnought "Mangar Infectus". I already had Lothar done. I had a hard choice to make for my second Heavy Support, but as I said, I love Dreadnoughts, so there was no choice really. Since I had little or no armour defeating weapons in my other troop choices, I gave Mangar twin-linked Lascannons to give the army some additional anti-armour punch. For the conversion, I started with a standard Imperial Space Marine Dreadnought and went from there. I wanted the Dreadnought to tie in with rest of the Army, the Fly-Head banner and Shoulder Sculpting helped in this. The model is on a Titan base, and to "liven" it up I added a dead Blood Angel (I really do not like the Blood Angels, maybe the red clashes with the Nurgle's green).

BASING

I made all the bases with putty. I used the round end off various brushes, hobby knives, etc. to make the craters. They were really easy to do and look good when painted up. I was going for a blasted, WW I-ish look. Battle debris and bits should be littered all over. I have a game table that is painted to look the same as this

army's bases, along with craters, shattered buildings, etc. If you want an Army to look unified, consistent basing throughout is a must.

CONVERSIONS

Whenever I attempt to do a major conversion, I first "brainstorm" and sketch out what I want the finished model to look like. I try get the proportions right, this also helps to figure what bits or figures that I need to make the model. I also try to plan the conversion so that I can disassemble it and paint it in parts. One of the great things about the green putty is that it will allow taking something apart after it has set. For example, I painted the Rhino Gunner off the model; the same was done with Mangar's arms and Banner. This separate painting makes it much easier to get at tricky parts of the model, lowering the frustration level with the larger, more complicated models. All the banners were made from putty! I like the way you can stretch it out, put it in a dynamic pose and it will stay that way. You can fray the ends and make it look old and battle worn.

CONCLUSION

If you want to win games at any cost, then theming out an Army like I did may not be the route to go. There is no reason why an army cannot fulfil both roles, being both an effective fighting force and looking superb. If you are looking for a challenge and want to field a unique army, give the theme approach a try. Once you do, you may never look back...



Bernard and his pet in action at the Grand Tournament.

IMPERIAL ARMOUR

ATLAS ARMoured RECOVERY VEHICLE

MODELS PATTERNS: I-X

FORGE WORLDS OF ORIGIN:

All Known

WEIGHT: 43 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 3.75m

GROUND CLEARANCE: 0.45m

ARMOUR: 45mm-90mm

MAXIMUM SPEED:

No tow: 34 kph on road;

24 kph off road.

With tow: 20 kph on road;

12 kph off road

CREW: 3. Driver,

Commander, Operator

ARMAMENT: Heavy Bolter

MAIN AMMUNITION:

300 rounds

FORDING DEPTH: 1.90m

Experimental rules by Warwick Kinrade

The Imperial Guard use many specialised vehicles for battlefield tasks such as bridging, mine clearance and demolitions. The Atlas is a recovery vehicle, based on the standard Leman Russ chassis. Its role is to recover disabled or immobilised armoured vehicles and tow them out of the line of fire, and eventually to repair facilities behind the lines. Towing a Leman Russ tank that weighs in excess of 60 tonnes requires an immensely powerful vehicle.

The Atlas is usually deployed as part of an Armoured Companies Headquarters unit, and kept in reserve during the fighting, only being brought forwards after the frontline has moved on, to begin work recovering damaged vehicles. Many vehicles, although knocked out can be repaired and sent back to their units, whilst others can be salvaged for spare parts and any unfired ammunition. Some vehicles simply become bogged down in difficult terrain or fall into ditches and the Atlas can quickly move forwards, pull these vehicles out and return them to combat straight away.

The Atlas is equipped with a crane and winch and a hydraulic dozer blade. This blade is mounted on the rear of the vehicle and is dug into the ground before the winching starts. The dozer blade acts as a wedge to prevent the Atlas from being dragged backwards by the weight of its tow. Once the vehicle is freed the blade is lifted and the Atlas can drive off, towing the vehicle behind.

The Atlas is not a combat vehicle, it does not have the heavy front armour of a standard Leman Russ, and is only equipped with a single heavy bolter for self defence.



ATLAS ARMoured RECOVERY VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Atlas	85	11	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons

The Atlas is armed with a single hull-mounted heavy bolter.

Options

The Atlas may be given any of the following from the Imperial Guard Codex: Camo-netting, crew escape mechanisms, extra armour, mine sweeper, rough terrain modifications, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

SPECIAL RULES

Recovery Vehicle

The Atlas can drag any damaged or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense when moving vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it is able to. The ARV can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of that terrain so it can move again.

Headquarters

The Atlas is a HQ choice for an Imperial Guard or Imperial Guard Armoured Company army.

USING THE ATLAS

Like the Trojan, the Atlas is not much use as a combat vehicle, although if you are fielding a lot of tanks then a single Atlas might come in handy should any become stuck in difficult ground. A good scenario which involves an Atlas would have it recovering a command vehicle with vital battle plans in it, which enemy forces are threatening to capture. The Atlas should not be left to operate on its own. One might expect an Infantry Platoon or Armoured Fist squads to be sent to cover the Atlas's operations. The Imperial Guard player would win if he towed the immobilised command vehicle off the table.



ATLAS

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR



*This is a nine part resin conversion
kit for the plastic Leman Russ tank
(includes metal chain).*

Master model by Tony Cottrell.



Code: IA031

Price: £24.00 (USA \$40.00)

P&P: £2 (USA \$4) worldwide

HOW TO ORDER ATLAS

*The Atlas shown is part of the exciting range of
Imperial Armour models available from Forge World.*

*If you want to know more about the Imperial Armour range of kits send an SAE (or two IRCs) to:
Imperial Armour, Forge World, Games Workshop Ltd, Willow Rd, Lenton, Nottingham,
NG7 2WS, UK or visit the website at:*

<http://www.forgeworld.co.uk>

where you can order all the models online.

BLOOD BOWL

MAGAZINE



Andy 'wonky specs' Hall

Blood Bowl's back baby! I know I've been saying this for a while now, but at last I have proof. I've seen the packaging that will be used for the re-release of the teams. We've made a sticker that proudly states "Now includes Death Zone!" which will be going on the re-printed boxed set lids. Which obviously means that from now on Blood Bowl will include the Death Zone rulebook. So when will you see Blood Bowl on the shelves in your stores? Well, the answer is from March. To accompany this event we will be holding a Blood Bowl's Back! tournament at our Warhammer World events hall on the 17th of March, this will be a forerunner to the eagerly anticipated Majors that begin in 2003 (yes, we are planning that far ahead!). Not only that but you will have the chance to talk to myself, Jervis and even a few members of the Blood Bowl Rules Committee, so check out the advert below.

Plans for the Blood Bowl Annual continue apace, the major content will of course be the findings of the 2001 Blood Bowl rules review which can be downloaded as a PDF from the Fanatic website at www.fanatic-games.com. Other stuff for the Annual will include the best articles from the last few Journals and some brand new Experimental Rules for special plays and allies that should all be considered for next October's review.

Many players may also be glad to hear that our new assistant, the hair-horned (don't ask!) Dean Spencer and I have started work on bringing the Death Zone rulebook, Blood Bowl rulebook and the 2001 rules review all into one handy and large volume. This will then eventually replace the two books that will go in the boxed set.

So what's in this issue? Well, Carl Brown has come up with the goods again with some more quick and fun house rules for musicians. As Blood Bowl has grown over the last twelve months we have a lot of new coaches on the scene, so I've took the opportunity to describe a few well-known formations that (sometimes) work. Definitely one for the novices however veterans may find something interesting in there too.

Well that's it for now, enjoy the rest of the issue and see you in a couple of months.

Andy

THE BLOOD BOWL'S BACK CHAMPIONSHIP

Sunday 17th March 2002

Tickets £15 on sale now. Grab them before they sell out!



Come and chat to the Designers and be the first to buy the brand new Blood Bowl Annual!

At the fantastic new Warhammer World complex,
Nottingham, England.

DRUM 'N' BALL

Musicians in Blood Bowl by Carl Brown

One of the most popular articles in Blood Bowl magazine 2 was the Goblin and pub leagues by Carl Brown. Carl returns this issue with some more mad house rules, this time for musicians. He's also promised me more in the future, so keep an eye out!

Andy

A game of Blood Bowl isn't just a simple 'two teams meet and play a game' affair. Since the introduction of the open tournaments Blood Bowl games have become quite a carnival for the people who live in the area where a match is to take place. The few days before the kick-off sees assorted shows and exhibitions by the teams, their followers and anyone else who cares to try to make a few coppers from the gathering crowds.

Team cheerleaders often put on special displays (and numerous more intimate productions) and these often require the talents of musicians. The musicians add their own, sometimes unique, blend of entertainment to the atmosphere of the occasion much to the delight (or horror) of the audiences.

It is these musicians that this article is about. The rules are optional and should only be used if both coaches agree.

THE MUSICIAN

The Musician is a new arrival to your coaching staff. To qualify to have one of these talented individuals you must have at least one cheerleader (represented by an appropriately painted citadel miniature).

For every Cheerleader you have you are entitled to to hire one Musician.

Musicians cost 20,000 gold pieces.

It is the Musician's job to strike up an appropriate tune for the cheerleaders to 'do their stuff' to.

A fortunate, or sometimes unfortunate, by-product of this merry bunch of players plucking, bashing and shaking their instruments is they often stir up the fans. This can have quite an effect on the crowd as they try to concentrate on the impending mass mayhem on the field in front of them. Sometimes it even inspires the team!



At the start of the game and at half-time, before the kick-off, a Coach with Musicians on his team rolls 2D6 and consults the Musicians table below.

2D6 Result

- 2** The Musicians performance is absolutely terrible. It is so bad that it even puts the team off their game. The enraged Coach sacks the head Musician. Lose one re-roll for this half and lose one Musician from your staff.
- 3-4** The crowd are totally unimpressed by this performance. They attack the Musicians killing one in the process. Lose one Musician from your staff.
- 6-9** An enjoyable little tune is performed, no noticeable effect on the game.
- 10-11** The musicians strike up a crowd favourite which drives their enthusiasm for the game even higher. Add one to your Fan Factor for the duration of the half.
- 12+** This is one of the greatest musical shows seen at a Blood Bowl game even the team are feeling the effects of this fantastic performance. Add one re-roll for this half.



Modifiers

+1 per Musician on the staff (maximum +3)

A roll of 2 is always a result no matter what modifiers are applied – the music really is that bad.

★ ★ ★ Did you know...

Musicians In Blood Bowl have had mixed responses from the fans. The most notorious Incident of a musician directly affecting the outcome of a game took place in the Empire provincial town of Hamblinn. A local musician known affectionately as 'the Piper' would come and play his wind pipe to jeer up the crowd as the Hamblinn Bushwackers played.

The incident in question occurred during a game between the Bushwackers and the visiting Skaven team – the Wyrdstone Wanderers. All was going well until the ref was mysteriously assassinated and replaced by a Skaven ref who 'happened' to be at the game. Blatant cheating began to happen as soon as the new ref took control of the match. The home fans were rightly outraged at this and by the time the score was 7-0 the piper declared out loud he had had enough. He began to play a tune on his pipe that none of the home fans had heard before, the Skaven on the other hand seemed enthralled. As the piper began to play, leaping and prancing he headed for the exit of the stadium the Skaven followed.

The Wyrdstone Wanderers were never heard from again, no-one knows of their fate. The story goes that when the piper returned he asked the head coach of the Bushwackers for some kind of compensation, which the coach declined to pay. The piper was so at this and once more began to play. The Head Coach who was a dour and large man uncharacteristically began to dance and frolic about and he too followed the piper out of the stadium and was also never seen again.

GOOD FORM!

Formations and Plays in Blood Bowl, by Andy Hall

Whether it's the Reaver's famous 'Great Cannon' formation or the Orcland Raiders 'Da Stompa', most Blood Bowl teams will have a selection of plays when they set up for Kick Off. As the players take to the pitch they will know where to stand in preparation for the Kick Off, where to go and whom to block when play begins. In both kicking and receiving the starting formation of a team is very important. Rival coaches will try to bluff and double bluff each other as each team sets up. Throwing teams are more likely to have their catchers on the flanks while running teams will have their ball carriers in the centre and then create a 'cage' around him. Of course, these basic formations can be modified or ditched altogether as each team strives to outwit the other and make a break for the End zone.

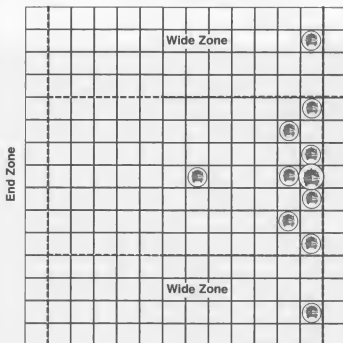
Veteran Coaches of Blood Bowl will already be aware of the need for a good defensive or offensive formation and will have developed and invented a few of their own. So for many readers I will already be preaching to the converted and they may find little new here. However, stick with it as I may just come up with a few plays you have never seen before.

A good defensive formation will make sure there are no gaps in the line, squares, that are not occupied by players should have one or, ideally, more tackle zones overlapping these squares, therefore stopping those sneaky receivers from breaking through. On the other side of the coin an offensive formation should be designed to create a gap in the defence and then exploit it to its full potential, hopefully ending in a touchdown.

DEFENSIVE FORMATIONS

THE WALL – This is a strong but shallow formation that works best against running teams. With very little to protect you at the rear this formation is designed for you to quickly punch through the offensive cage, sack the ball carrier and hopefully steal possession. Having a Big Guy assisted by the more numerous linemen helps you defend against the offensive's first lunge and then gives you a heavy hammer to smash the offensive wall, allowing your more manoeuvrable players through. This formation particularly suits Lizardmen who have a Kroxigor in the centre, backed up by agile Skinks who are great for stealing the ball. On the lightly guarded flanks are the reliable Saurus who are strong and will take a lot to be brought down.

The Wall

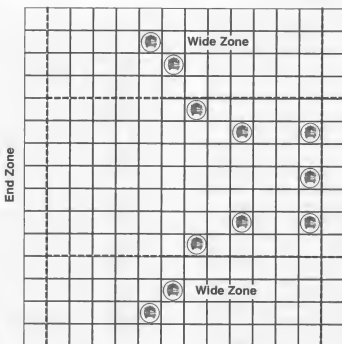


THE DEEP – To counter throwing teams 'The Deep' is a good option. Near the centre of the pitch the flanks are wide open, this is designed to almost 'sucker' the catcher deep into the defensive half. On a closer inspection you'll notice that there are still no gaps in the line even if it's not necessarily straight. Players with the Block skill would be best positioned on the flank. But with so many players deep it can be quite easy to isolate and cut off any catchers and even accompanying bodyguards. Be warned though as this formation is quite fragile so be wary against heavy hitters or it could go horribly wrong!

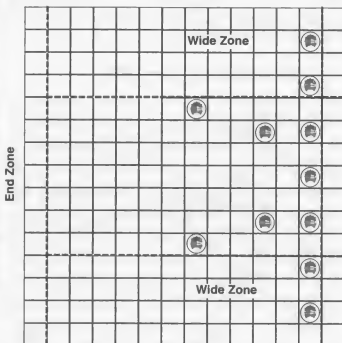


THE 2-2-7 – The 2-2-7 is a nice standard formation that is able to cope with most teams. The entire width of the pitch is enforced with players and overlapping tackle zones. Two players stand slightly back, which reinforces the tackle zones and allows any gaps to be plugged. The two players at the back are there as insurance and reserves, making sure any wily catchers don't manage to slip through. They are also only five spaces away from the flanking players which allows them to react and back up the flanks in case of any attack by the offensive team.

The Deep



The 2-2-7

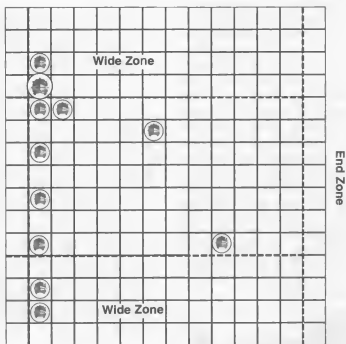


OFFENSIVE FORMATIONS

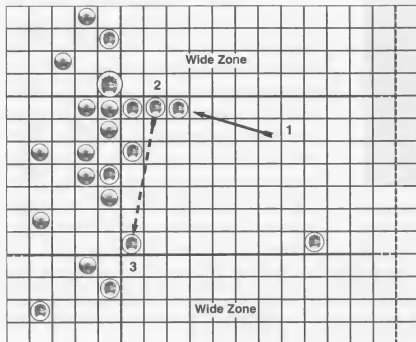
The Linebreaker

THE LINEBREAKER – A receiving team's priority is to gain control of the ball (which is hopefully in their half), break through the defence and score with it. The Linebreaker is a formation designed to do just that. The emphasis is on one of the flanks, preferably the defensive team's weakest. A strong presence consisting of Blockers, Blitzers and/or a Big Guy is placed on the flank to be attacked, receivers are positioned just behind to take advantage of any break in the line. In the backfield two throwers or ball gatherers are strategically placed so they can collect the ball at almost any

place in the field. The gatherer furthest from the flank to be attacked can then hand off or throw a quick pass to the nearer backfield player. On the other side of the flank, two fast and agile players are craftily positioned. They will power into the defending team's half and so giving the option of the infamous 'switch manoeuvre'.



The Linebreaker: 'The Switch'

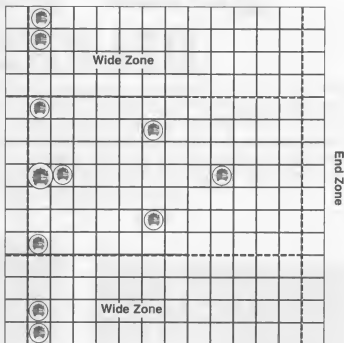


'The Switch' gives you the option of 'dumming' your attack by fooling your opponent you are going one way but quickly transferring the ball to the other side of the pitch. This is shown on the diagram to the left.

- 1) The ball gatherer picks up the ball and heads for the melee as normal and hands off to a close team mate.
- 2) The player with the ball passes it across the line of scrimmage to an awaiting player.
- 3) This player now has a relatively open field and could pass again or run with the ball.

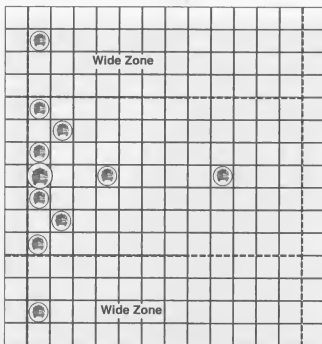
THE HAIL MARY – Unlike the Linebreaker, which relies on brute force to some extent, the 'Hail Mary' is best deployed by speed teams. The key players in this formation are the catchers and bodyguards on the flanks and the thrower deep in the field. Depending upon where the kicking team is strongest the thrower at the back has the option of either flanks. He can get the ball to the catchers quickly by the use of a long pass or handing off to the players in front of him, who can then quick pass to the catchers. It is important to keep the ball moving as there are only a few players on the line of scrimmage and so the kicking team will try and break through to sack the thrower or grab the ball.

The Hail Mary



THE CAGE – The classic offensive running play. This formation has no pretensions; it goes through the middle of the pitch. The thrower collects the ball and hands off to the player in the middle of the pitch. Hopefully, the tough guys on the line of scrimmage will have created a large enough gap to push through. The players just behind the line of scrimmage then fall in just behind the ball carrier protecting his flank and rear creating a 'cage'. The cage then travels up the pitch allowing the ball carrier to break out and score once in range of the end zone. Nothing new here

The Cage



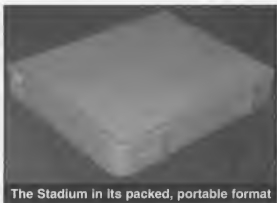
but maybe it would be of some use to novices and of course it's a classic.

Well that's just a few of the thousands of possible combinations. As noted before veterans will be unsurprised by anything written here but this is aimed at the newer BB player who has only probably been with us since the Summer. Coaches can tamper with the formations themselves until they're happy with them and then place them in their playbooks. Not all formations will work for every coach, as there are many variables; the race of the teams, experience of the coaches, styles of play to name but a few, but each formation does contain the seed of a good play. All the coach needs to do is modify it into his kind of game.

BLOOD BOWL DELUXE

Last issue I promised you shots of Wolfgang Zeller's marvellous purpose built and portable Blood Bowl pitch – and here it is! Next Issue Wolfgang will be showing us how he created this wonderful pitch. Have you made an interesting and altogether different Blood Bowl pitch to play your games on? If so, then send me some pictures so I can share them with the rest of the Blood Bowl playing public.

Andy



The Stadium in its packed, portable format

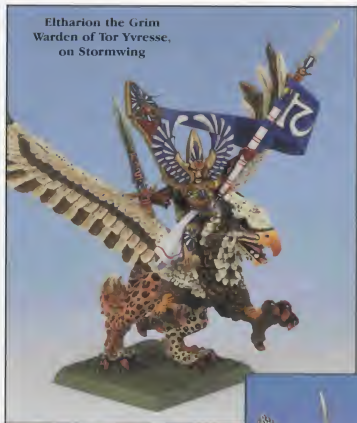


The unpacked pitch



The stadium in full use. I want one!

Eltharion the Grim
Warden of Tor Yvresse,
on Stormwing



HIGH ELVES

PAINTING YOUR HIGH ELVES

Our High Elf army uses white as it's basic uniform colour, with each unit then getting a different colour for 'trimming'. For the Maiden Guard it is Emerald Green, whilst for the White Lions it is Blood Red. For Spearmen it is often blue or black. Consistency in the colour of armour, weapons, helmets, spear shafts etc, helps give the army its strong overall look. This system is maintained for the special characters as well, although more time and effort is spent on details than with basic troops.



Above we have included the Maiden Guard's Banner for you to colour photocopy and use.



The Everqueen leading her Maiden Guard



Korhil, Captain of the White Lions leading his men

ON THE WINGS OF A STORM: Elharrow and Stormwing facedown and vanquish another ancient threat to the Kingdom of Ulthuan. All in a days work...



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